Bill Tyros.Software Engineer

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Bilingual: English   French   Python   Ruby   JS   C#   C++   Go

Work Experience

2022-TBD / Senior Software Engineer @ Sonder   Python   Ruby   Ruby on Rails   PostgreSQL

- Developed/maintained dynamic pricing system to price inventory through automation based on supply/demand.
- Developed/maintained 3rd party distribution system to sync inventory on Airbnb, Booking.com, Expedia, etc.
- Upgraded legacy codebase from RoR 5.2 to 7.1 and Ruby 2.7 to 3.0.

2019-2022 / Software Engineer @ Morgan Stanley

Python   Typescript   Jenkins   Flask   pandas   DB2   Sybase   Angular2

- Developed code to collect data from in-house and vendor sources (like Jira, BitBucket, Splunk, Sonar, etc.), analyze it and present it to devs (badges to encourage best practices) and to upper management (metrics/charts to guide decision-making).
- Developed several self-service web apps (querying agile/devops metrics, JIRA admin).
- Improved devops processes within the team (Jenkins jobs, pull request validation, etc.).

2017-2019 / Programmer @ Framestore VR   C++   Python   Jenkins   P4   UE4

- Developed Unreal Engine 4 plugin for importing art assets from Shotgun/P4.
- Developed system to detect changed assets, generate and upload turntables for review.

2016-2017 / Programmer @ Borealys Games   C#   Python   TeamCity   Unity

- Developed UI/UX, gameplay systems, time debugging tools and build automation.

2013-2014 / Software Developer @ CAE   C#   ASP.NET   HTML/CSS/JS   PHP

- Developed web applications to help with project management and scheduling.

Recent Personal Projects

- Pig Eat Ball Speedrunning Tool: Pig Eat Ball game mod for speedrunning (C#).
- Marcus Aurelius' Meditations Explorer: web app to help study/share the Meditations (JS).

Education

2015-2016 Interactive Real Time Systems Development (University of Sherbrooke)

2012-2015 B.Sc. Software Engineering (Honours) (McGill University)